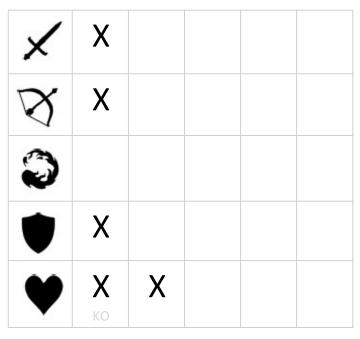
Bullywug

Wednesday, June 18, 2014 1:16 PM



Attack: Stab With Spear

Attack adjacent foe with wooden spear.

Special: Big Jumpers

Can move 4" over and 2" up. This can be used to surround foes or flee.

Bonus Ability: Aquatic

Can breathe under water for 10 minutes and can swim at 3 squares rate.



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Gnoll, Standard

Wednesday, June 18, 2014

1:09 PM

1	X	X		
Ø				
3				
	X			
•	X KO	X		

Attack: Vicious Slash

Melee attack on adjacent foe.

Special: Pack Attack

If an opponent is engaged by an ally you can make a melee attack with 1 extra die.

Bonus Ability: Rabid Strike

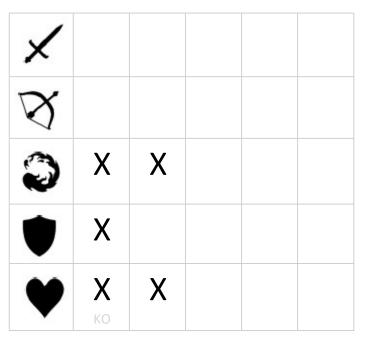
Can take -1 defense and add +1 dice to attack.



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Gnoll, Shaman

Wednesday, June 18, 2014 1:15 PM



Attack: Howling Bolt

Ranged attack at a target within 4 squares.

Special: Mystical Charms

Mystical protective charms add +1 die do Defense for Magic only.

Bonus Ability: Evil Eye Curse

Can curse target on a successful attack roll with Magic. If target is hit they lose 1d6 on any attack. Cured when any type of Healing Magic is used on the target.



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Gnoll, War Leader

Wednesday, June 18, 2014 1:15 PM

1	X	X	X	
Ø				
3				
	X	Χ		
•	X KO	X	X	

Attack: Vicious Slash

Melee attack on adjacent foe.

Special: Pack Attack

If an opponent is engaged by an ally you can make a melee attack with 1 extra die.

Bonus Ability: Rabid Strike

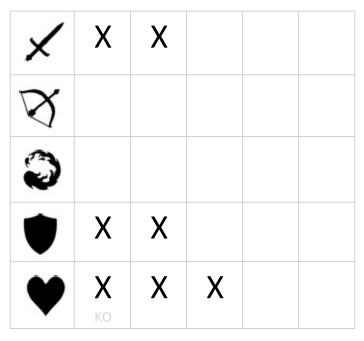
Can take -1 defense and add +1 dice to attack.



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Lizard, Giant

Monday, June 16, 2014 12:51 PM



Attack: Bite Attack

Melee attack against an adjacent foe.

Special: Whipping Tail

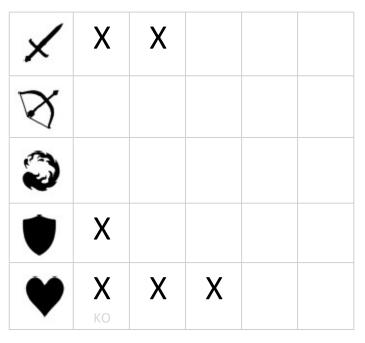
Melee attack against two foes that are within 2 squares of tail. Target can make either defense or agility to defend.

Bonus Ability: Snake Senses

Snake can function in complete darkness.



Created with Microsoft OneNote 2013.



Attack: Club Smash

Attack adjacent melee foe with large club. If he rolls a 6 and hits the target falls down and is knocked back 2 squares.

Special: Wide Swing

Attack two adjacent foes who are next to each other with large club. Only rolls one attach die on each foe.

Bonus Ability: Tough Grunt

Rolls 2 dice for defense if the attack is NOT from a magical attack.



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Attack: Horrid Bite

Melee attack against an adjacent foe.

Special: Pack Attack

If an opponent is engaged by an ally you can make a melee attack with 1 extra die.

Bonus Ability: Coward

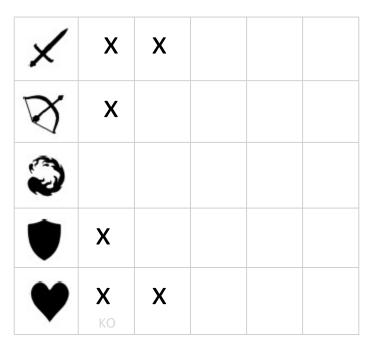
Move up to 8 squares if attacked your last turn.



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Captain Magma's Lava Pirate Crew

Monday, May 25, 2015 8:08 AM



Attack:

Flaming Cutlass Slash - Attack adjacent foe.

Flaming Flintlock - Can do a ranged attack up to 4 squares away. Takes a long time to reload.

Bullying Attack - +1 dice when attacking next to another pirate.

Special:

Lava Body - Does 1 damage to attacker's weapon or attacker if they do not have a weapon that can resist flame.

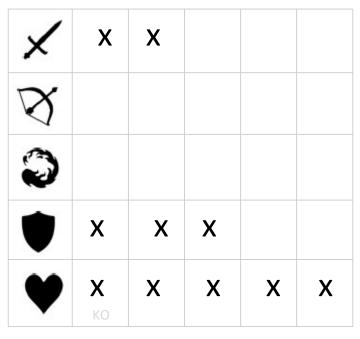
Bonus Ability:

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King Of The Mountain

Saturday, May 30, 2015

11:33 AM



Attack:

Pounding Fist - Attack adjacent foe. Attack does 2 damage.

Earthquakes When He Walks - When the King Of The Mountain walks the ground shakes! If he walks next to someone who is not a Rock Man they must make a Bow roll at difficulty 2 or fall to the ground.

Special:

Rock Body - The rock men do not eat, sleep, breathe, or have any internal organs at all.

Bonus Ability:



Created with Microsoft OneNote 2013.

Mountain's Rock Men

Saturday, May 30, 2015 11:35 AM

x	X	X		
Ø				
3				
•	X	X		
•	X KO	X		

Attack:

Pounding Fist - Attack adjacent foe.

Thrown Arm - Using their Sword to attack the Rock Men can literally throw one of their arms to a range of 4. This does 1 damage if it hits.

Special:

Rock Body - The rock men do not eat, sleep, breathe, or have any internal organs at all.

Bonus Ability:



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